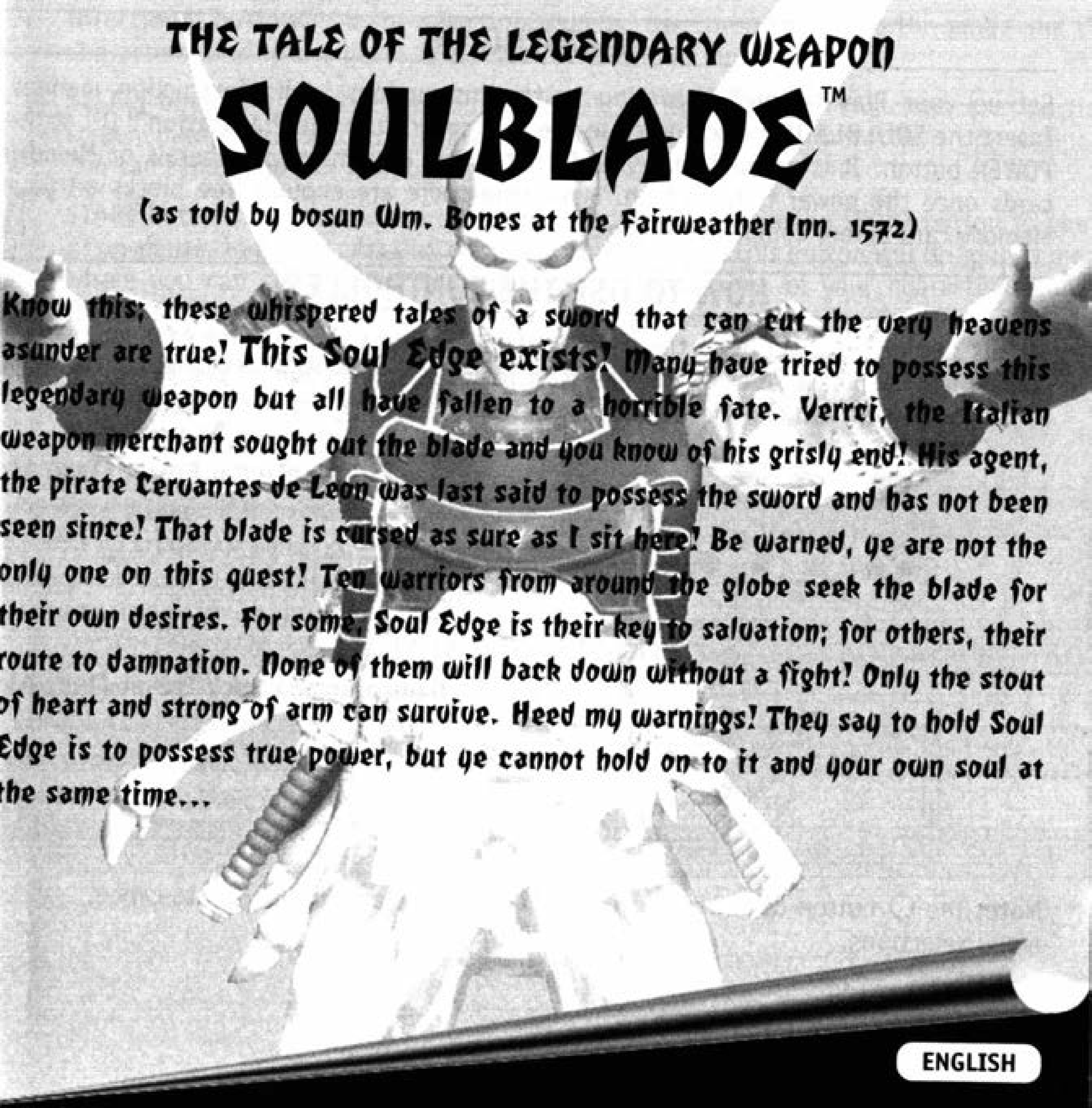

PlayStation
NTSC U/C
PlayStation
SOULBLADE
TEEN
AGES 13+
CONTENT RATED BY
ESRB
SLUS-00240
namco

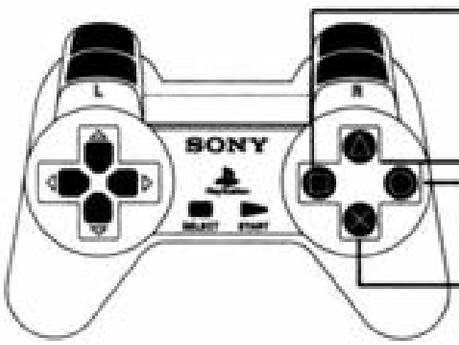

THE TALE OF THE LEGENDARY WEAPON
SOULBLADE™
(as told by bosun Wm. Bones at the Fairweather Inn. 1572)
Know this; these whispered tales of a sword that can cut the very heavens asunder are true! This Soul Edge exists! Many have tried to possess this legendary weapon but all have fallen to a horrible fate. Verrci, the Italian weapon merchant sought out the blade and you know of his grisly end! His agent, the pirate Cervantes de Leon was last said to possess the sword and has not been seen since! That blade is cursed as sure as I sit here! Be warned, ye are not the only one on this quest! Ten warriors from around the globe seek the blade for their own desires. For some, Soul Edge is their key to salvation; for others, their route to damnation. None of them will back down without a fight! Only the stout of heart and strong of arm can survive. Heed my warnings! They say to hold Soul Edge is to possess true power, but ye cannot hold on to it and your own soul at the same time...
ENGLISH

STARTING UP

Set up your **PlayStation™** according to the instructions in its Instruction manual. Insert the **SOULBLADE™** disc and close the Disc cover. Turn the **PlayStation™** ON at the POWER button. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on. Make sure there are enough free blocks on your Memory card before commencing play.

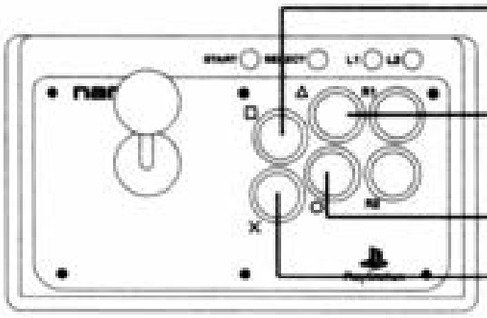
HOW TO USE THE CONTROLLER

In this section, you will learn the basic Controller commands. To learn each character's special moves, please refer to the character introduction section. If you use the Namco Arcade Stick, you can experience the same sensation as playing the arcade game.



Controller Preset (Type A):

□ button - (Attack) to cut horizontally.
△ button - (Attack) to cut vertically.
○ button - (Kick) to kick during battle.
✕ button - (Guard) to block attacks.



Namco Arcade Stick Preset (Type A):

□ button - (Attack) to cut horizontally.
△ button - (Attack) to cut vertically.
○/R1 buttons - (Kick) to kick during battle.
✕ button - (Guard) to block attacks.

Note: The ○ button can be used to select and ✕ button can be used to cancel menu selections.

Directional buttons: On the selection screens, use these to choose the mode and the characters. During the game, use them for character movement.

SELECT button: Opens the weapon window. Press this button on the character selection screen before choosing the character. If the character has more than one weapon, you can select another weapon.

START button: Use this to start a game. During play, press the **START** button to pause or un-pause. In the Vs., Arcade, and Team Battle modes, this button will bring up a menu where you can select the command option to see some of your character's moves. **Note:** The Time Attack and Survival modes cannot be paused.

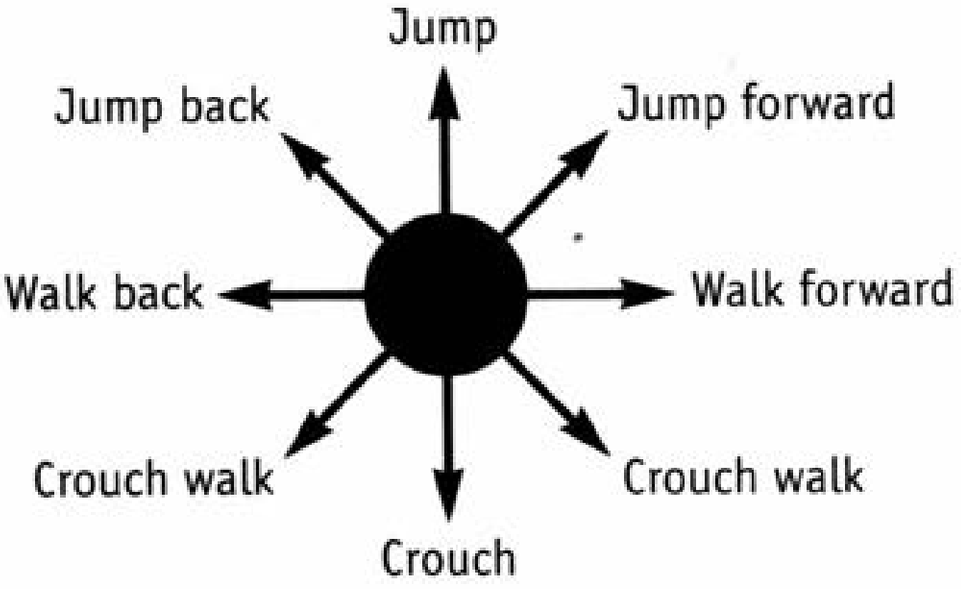
Controller Reset: During the game, press and hold the **START** button on either Controller, then press the **SELECT** button to return to the Title screen.

THE MOVEMENT SYMBOLS

⇨	Press the Directional buttons in that direction for a short time.
➡	Press the Directional buttons in that direction and hold for a certain amount of time.
A	Horizontal attack. Preset to the □ button.
B	Vertical attack. Preset to the △ button.
K	Kick attack. Preset to the ○ button.
G	Guard/block. Preset to the ✕ button.
"+"	This means to press the buttons at the same time.

BASIC MOVES

The controls shown below are for a character facing to the right. Reverse these if your character is facing to the left.



Blocking and Defensive Tactics: The attack has three attributes which are the upper body level, the middle body level and the lower body level. When you defend an upper or middle body level attack, press the G button with the character in a standing position. When you defend the lower body attack, press the **G** button with the character in a crouching position. You can also crouch to avoid the upper body level attack, and jump to avoid lower body attacks.
Note: Charging power techniques are unblockable.

Throws: To throw your opponent, get beside them then press A+G or B+G buttons simultaneously. Throws cannot be blocked, but can be cancelled or avoided.

Short Dash: You can dash forward or backward by double tapping the **LEFT** or **RIGHT** Directional buttons (⇨ ⇨ or ⇦ ⇦). Use this tactic to fake out your opponent, then surprise them with an attack.

Running: If you are very far from your opponent, you can start a running attack by double tapping the Directional buttons in the direction of your opponent (⇨ ⇨). Use this move, with either an attack or kick, to vary your offensive move.

Side Steps: Pressing ⇩ ⇧ makes your character sidestep into the background.
Pressing ⇩ ⇩ makes your character sidestep into the foreground.

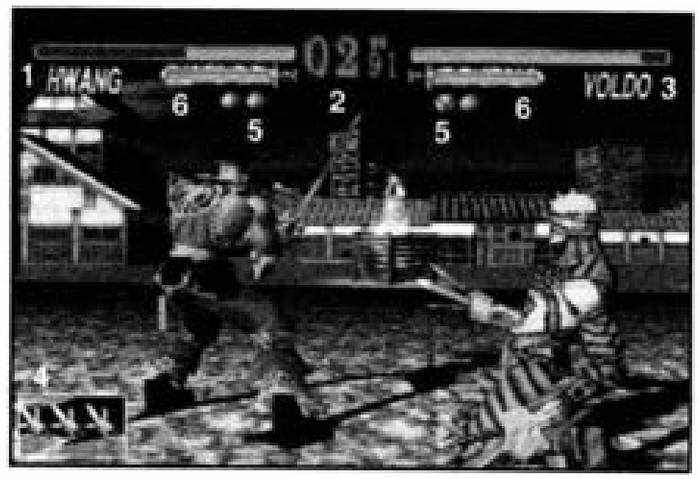
Ground Hits: Use this attack after knocking down an opponent: ⇧ + **A** or ⇧ + **B** for a short jumping downward attack. Pressing ⬆ + **A** or ⬆ + **B** for a high jumping downward attack.

Get up Techniques: When getting up from a knockdown, try pressing and holding the Directional buttons in any of the four directions while rapidly pressing the **G** button to make your character get up into a roll. Use an attack or kick button to roll into an attack.

Kick Variations: Try pressing the Controller in different directions at the same time as the **K** button to execute different kicking attacks.

EXPLANATION OF THE GAME SCREEN

This is what the game screen looks like during play. In addition, depending on the game mode, the number of victories and the number of team members can be indicated around the health meter.



1. Health meter for player 1 and name of character in use.
2. The remaining time in the round.
3. Health meter for player 2 and name of character in use.
4. Number of successive fight victories.
5. Winning point. This keeps track of the rounds you have won.
6. Weapon gauge which shows your weapon power for the Critical Edge Attack.

HOW TO START THE GAME

Mode-Select

When you press the **START** button on the Title screen, the Mode-select screen will be displayed. Use the Directional buttons to select the game mode of your choice, and press the **START** button or the ○ button to select.

Character-Select and Weapon-Select
Press the **LEFT** or **RIGHT** Directional buttons for choosing characters, then press either the □, △, or ○ button to confirm. Depending on the buttons you choose, the character outfit or colour will change as described below.

If your weapon is obtained in the Edge-master mode, press **UP** on the Directional buttons or the **SELECT** button to open the weapon window and select weapons. Point to the weapon that you wish to view with **UP** and **DOWN** on the Directional buttons, then press the ○ button to select.

OUTFIT SELECTION:
□ button - First colour of outfit type 1.
△ button - Second colour of outfit type 1.
× + □ button - First colour of outfit type 2.
× + △ button - Second colour of outfit type 2.
○ button - PlayStation™ special outfit type 3.
Note: When the same outfit and colour is selected for both players, the one selected first is given priority. Outfits type 1 and 2 for the first and second player are reversed.

GAME PROGRESSION AND RULES

Matches: When a character is attacked, his or her health meter goes down. A character whose meter has disappeared loses by a knock-out and the opponent is given one win. At the initial setting, one match has a maximum of three rounds. The player who wins the two rounds by knock-out or decision wins the match.

Time Limit: At the initial setting, the time limit for each round is 40 seconds. If the time runs out and there is still no decisive victor, the character with the greater health amount left on his or her health meter is the winner. Also, when the remaining health for both characters is exactly the same, a draw will be declared.
Note: The time limit can be changed in the Option Mode.

Ring Out: When you or your opponent gets knocked out of the ring. The player that is remaining in the ring wins the current round.

Draw and sudden death: The fight is declared a draw if your strength and your opponent's are the same at the time of double knockout, double ringout, or timeout. In the case of a draw, both fighters win the round, but when the number of rounds won is the same up to the final round and if both fighters win by a draw again, the fight is declared as a sudden death. In sudden death, the player who attacks first and hits the opponent, is the winner.

Weapon gauge: The weapon gauge is the small meter under the player's health meter. You can use the Critical-edge special attack when the gauge has flames surrounding it. Use caution, when you use the Critical-edge or when you guard against your opponent's attack, the gauge will show a decrease. If you try to guard when the gauge shows 0, your weapon will be tossed away. However, the weapon gauge will regain limited energy in the next round, at which time your lost weapon will be restored.

Continuing the Game: After losing to the computer opponent, you can restart the game from the beginning of that match by pressing the **START** button while the Continue screen is counting down.

GAME MODES

Arcade Mode: One player against the computer. First you must choose a character with the **LEFT** and **RIGHT** Directional buttons, then select it with the ✕, ○, △ and □ buttons as mentioned earlier. Each character has 3 outfits.
In this mode, if you press the **START** button on player two's Controller, the game against the computer will be interrupted and it will be switched into the 2-player mode. Then the character who wins the match will continue to play against the computer. The game ends when you lose to the computer.

CAMERA OPERATION DURING A REPLAY:
The player who won the fight can enjoy replaying that same fight with different camera angles. You can play it the same way in different modes.
Directional buttons - shifting camera locations
□ **button - zoom in**
△ **button - zoom out**

Vs. Battle Mode: Two players compete against each other. Refer to the "How to start the game" section for selecting a character's outfit.

After each player selects a character, a Handicap Selection screen will come up. Each player can adjust their handicap settings by pressing the **LEFT** or **RIGHT** Directional buttons on their Controllers. The larger the health meter, the less damage your character will take. After making your selection, press the □, △ or ○ buttons to start the match.

After the first match, the Vs. Result screen comes up and displays the total number of wins, losses, and draws for each player.

Team Battle Mode: You begin the contest after choosing the number of team members and the characters to be used. If you press the **START** button, you can random select. The game is a competition where the victor is decided after each round.

Decide the number of team members from 1 to 5. The same character cannot be used again on the same team. When one of your characters is beaten on your team, your next choice character starts the next round. The winning character is awarded a little energy for the next battle.

Survival Mode: You compete to see how many computer opponents you can defeat before your health meter runs out. You cannot change the degree of difficulty, the time limit, or the number of rounds. No option for 2P join-in battle. The pause feature does not work in this mode.

Each battle is one round. The game is over when your health meter runs out. When you

defeat a computer opponent, your character is awarded a little energy for the next battle.

Time Attack Mode: In this mode, you compete against the clock until you complete all the stages and beat the game. The settings for the degree of difficulty, time limit and number of rounds cannot be changed. Also, when you continue you do not have options to change characters or have the 2-player join-in battle. Furthermore, you cannot pause in this mode.

Edge-Master Mode: Advancing along with the story, you continue to fight and acquire the opponent's weapons in this mode. The acquired weapons can be used in other modes. When this mode is selected on the Title screen, the Data-load screen is displayed. Choose the data you wish to load (up to 3) with the Directional buttons then press the △, ○ or □ buttons to select. When **erase** is selected, the Data-Delete screen will be displayed, and you can delete unwanted saved games. After the characters are selected, you can start the game.

MAP SCREEN

When the game starts, the Map screen appears first, and the window menu is displayed. Highlight the desired mode with the Directional buttons and press the △, ○ or □ buttons to select. Press the ✕ button to delete or to call the window. Different stages are prepared for each character. The stage in which a particular character can play,is marked with a sword symbol,

MOVE

You can move on the map. Use the Directional buttons to place the arrow on the stage to which you want to advance, then press the △, ○ or □ buttons to select.

BOOK

You can switch to the book mode. You can observe the present situation of your opponents, the weapon you have won, and the conditions for Game-clear. Press the **LEFT** and **RIGHT** Directional buttons to turn the page. To zoom in, hold down the **L1** button to zoom to the top left, **R1** button for top right, **L2** button for bottom left and R2 button for bottom right.

To scan the book in close-up, hold down either the **L1**,**L2**, **R1** or **R2** button and use the Directional buttons to move across the page. Releasing the **L1**, **L2**, **R1** or **R2** button resets the book to full screen.

WEAPON SELECT
You can display the weapons you own. You can study the efficiency of each weapon, and select them from this screen.

BATTLE
Defeat the opponents on the current stage to advance to the next.

SAVE
You can save the present data in the **Edge-Master** mode. **Note:** If you wish to keep your previously gained weapons, save your game before quitting the current game.

Weapon Room: This room appears on the Mode Select screen once you have defeated an opponent in **Edge Master Mode**. Weapons stored here are graded on **Power** (attacking power of the weapon), **Defence** (defence power), **Strength** (destructive strength), **Durability** (resilience of the weapon in battle), and **Weight** (lighter weapons are faster). Move between characters by using the **LEFT** and **RIGHT** Directional buttons and choose weapons from the store by using the UP and DOWN Directional buttons and press the ○ button to confirm your selection.

Practice Mode: In this mode you can practice moves and combos against a character who acts like a punching bag. First, with the Directional buttons, select the character that you will use, then select your practice partner. Various information about the current attack is displayed near the top left hand side of the screen.

Press the **START** button to enter or exit the Practice menu. Press the Directional buttons **UP** or **DOWN** to make your selection, then change the contents with the **LEFT** and **RIGHT** Directional buttons.

CPU Control This selection allows you to set up the computer controlled practice partner. You can create various situations for developing fighting tactics. If arcade is selected, you can adjust the CPU LEVEL (The computer opponent's difficulty level).

Attack Data Turn the attack data on or off at the top of the game screen.

Weapon You can switch between the situations with our without a weapon for either character.

Key Display Switch it on or off at the bottom of the game screen.

Command List Use this option to see a listing of some of your character's moves. Press the UP or DOWN Directional buttons to cycle the list.

Character Change Choose this option to select a different character. Press any Attack button to select.

Reset Select this option to reset to the Title screen.

Game Option Menu: In the **Game Option** Menu, you can select the options by using the UP and DOWN Directional buttons, then change the options with the **LEFT** and **RIGHT** Directional buttons. Press the **START** or ✕ button to exit.

Difficulty Level This is the strength of the computer. Choose the level (which ranges from Easy to Ultra Hard) that best suits your ability.

Ring Size To set up the ring size.

Battle Count You can change the number of rounds in a match from one to five.

Life Bar This changes the starting amount of health for each character.

Battle Time The time limit for rounds ranges from 30 seconds to no limit.

CPU Character's Weapon If special is selected, the CPU changes the weapons randomly.

Character Change at Continue When you continue in Arcade Mode, the character can be changed or selected.

Character Select Mode This allows the player to change the Character Selection screen, to a faster character selection with smaller pictures.

BGM OPTION

BGM Select This changes the background music: Original, Arrange, or Khan Super Session.

Speaker Out This changes the sound output between Stereo and Mono.

BGM Test To listen to the game music.

MEMORY CARD

Use it to save or load data. On the **Option** Menu screen, select the Memory card selection, then press the ○ button. Now select either Load Config & Records or Save Config & Records, then press thé ○ button, and finally press the **START** button.

Note: Make sure there are enough free blocks on your Memory card before commencing play.

Load Config & Records To load the data that has been saved on the Memory card.

Save Config & Records To save the latest data to the Memory card.

Auto Save Use the △ button to set this to **Yes**, and the data will be saved automatically to the Memory card.

Load Weapon Data You can load the data regarding the weapons you have obtained from the Edge Master Mode.

- When you power on **SOULBLADE™** with a Memory card inserted that contains saved data, the data will be automatically loaded.
- Data will not be saved unless you choose the Auto Save or Save Config & Records options. If the power is shut off, any data not recorded on the Memory card will be lost.
- Saves can only be made if the Memory card is inserted into Memory card slot 1.

Loading is carried out from Memory card slot 1. Memory card slot 2 can only be used to load **Weapon Data** for Player 2.

Key Config: You can select one of four preset Controller configurations or the free setting in which you can configure each button as you wish. In the free setting, press and hold one of the highlighted buttons, then press the **LEFT** or **RIGHT** Directional buttons to change the action of that button. If you are playing using a Namco Arcade Stick, press the **SELECT** button to go into joystick mode and continue as above.

Records: To view the current records, use the **LEFT** or **RIGHT** Directional buttons.

Time Attack Data This screen holds the top 10 fastest completion times. It also shows the players' initials and the characters used to complete the game. This data can be saved to a Memory card.
Note: Memory cards are sold separately.

Survival Data This screen holds the top 10 records for the most wins of the Survival Mode. It's similar to the Time Attack Data screen.

Characters Data This screen keeps track of the amount each character is played. The data can be saved to a Memory card and updated later.

Win Average This screen holds the top 10 continuous win records for the characters that won the most matches. This option only works when 2 players are fighting against each other in the Arcade, Vs., and Team Battle modes.

ADJUST SCREEN
You can control the position of the game screen with the Directional buttons.

SOULBLADE™ COMMAND LIST

*Designates a throw



HEISHIRO MITSURUGI

Known as "The Guardian in this age of civil war", he is also called "The Great Swordsman". Although he is feared for his fierce fighting, he was born a farmer's son in Bizen. Mitsurugi enjoyed farming, however, after years of seeing his land ravaged by war, he decided that it was "better to raid than be raided". During his travels, he hears of a new weapon, "Tanegashima" - a matchlock rifle which decimated the mighty Takeda cavalry. Mitsurigi seeks a weapon stronger than the rifle...

NAME	SPECIAL MOVES	NOTES
Sudden Wind	B,B,A,⇩A	
Thunder Strike	⇨➡B	
Leg Sweeper	⇩K,B	
Wood Chopper	⇦K,B	
Steel Slicer	A + B	
Phoenix Tail	⇨➡A + B	
Cross the Styx	A + B + K,⇦⇗⇩⇘⇨ B + K	Critical Edge Combo
Darkside	⇨A,B	
Division Loop	While getting up A,⇩A	
Hammer of God	⇨⇘⇩⇗⇦B	Unblockable
Division Slash	⇩⇘⇨A,B	

LI LONG



By order of the Emperor, Li Long was dispatched to assassinate the leader of a group of plundering Southern Japanese pirates called the "Wakou". His secret mission also included orders to retrieve the Soul Edge. But whilst on this mission, Li Long heard that his lover, Chie, had been murdered by a swordsman thought to have been Mitsurugi. Now Li Long seeks revenge... and the Soul Edge!

NAME	SPECIAL MOVES	NOTES
Serpent Dance	⇨A,A⇩K,B	
Circle of Destruction	⇙B + K	Unblockable
Double Stab	⬇A, ⇧B	
Drum Beat	B,K	
Snake Venom	⇨B,B	
Monkey Magic	⇩⇘⇨B	Hits Twice
Dragon's Elbow	⇩⇙⇦B	
Harpoon Driller	K,⇩K	
Rising Kick	⇨➡K	
Crazy Windmill	A + B	Hits Twice
Fire & Brimstone	A + B + K,⇨➡A + B	Critical Edge Combo



SEUNG MI NA

Only daughter of Seung Han Myong, Seung Mi Na is a Korean patriot who yearns for peace, yet is unable to fight for her country because of her gender. Believing Soul Edge could end the war, Mi Na is eager to find the Legendary Sword even in defiance of her father.

NAME	SPECIAL MOVES	NOTES
Burning Rubber	⇨⬀B + K	
Twister	⇧A + B	
High Hope	⇦⇨K	
Dancing Souls	A,⇨,A,A,K	
Triple Wave	B,B,⇩A	
Skyscraper	⇦B,⇩A + B	
Earth Crusher	⇨➡K,K,K	
Axle Kick	B + K	
Star Destroyer	A + B,⇨A + B	
Killing Vault	⬀A + B	Unblockable
Crystal Cyclone	A + B + K,⇦⇦A + B	Critical Edge Combo

HWANG SUNG KYUNG



Hwang was born into a poor family. After his parents died, he began to study the ways of the warrior under the tuition of the great master, Seung Han Myong. Seung treated Hwang like the son he never had, grooming him to be a masterful warrior. When rumours of the Soul Edge began to circulate, Hwang knew it was his destiny to lead the search for their salvation.

NAME	SPECIAL MOVES	NOTES
Firefly's Tail	While getting up A,B	
Atomic Blast	⇦B + K	Unblockable
Firebird Slash	⇩⇘⇨B	
Twin Hopper	⇩⇘⇨K	
Edge of Hurricane	⇘A,A,B	
Trip to Death	B,B,A⇩A	
Heaven's Strike	⇨➡B	
Cut Grass	⇩K,B	
Triple Jump Kick	⇨➡K,K,K	
Split-U-In-2	⇨➡A + B	
Steel Explosion	A + B + K,⇦⇗⇩⇘⇨ B + K	Critical Edge Combo



TAKI-THE DEMON HUNTER

Having been blessed with supernatural powers, Taki chose to travel throughout Japan to purge the land of vindictive demons who terrorise ordinary people. But her beloved handcrafted sword, "Rekkimaru" is showing signs of weakness and the demons are growing stronger. She seeks Soul Edge to power up her beloved sword.

NAME	SPECIAL MOVES	NOTES
Winding Top	⇨➡A	
Silent Storm	B,B,A,K	
Low Crisscross	B,A,⇩K	
Assassin's Strike	⇨➡B	
Assassin's Kick (Triple)	⇘K,K,K	
Moon Orbiter	⇩⇘⇨B,K	
Deadly Roulette	A + K	
Stalker	⇨➡A + B	Leap Over
Haley's Comet	⇨⇘⇩⇙⇦B	Unblockable
Wind of Death	A + B + K⇩⇧B + K	Critical Edge Combo
Human Trampoline*	⇩⇙⇦B + G	

VOLDO



Sealed alive inside the treasure vault of his psychotic master, the Italian merchant Vercci, Voldo has been driven insane and has become blind through years in darkness. Though Vercci is long dead, Voldo continues to guard his master's treasures. And, though his mind may have gone, his talent for swordplay is as sharp as ever...

NAME	SPECIAL MOVES	NOTES
Blood Follows Blood	⇩⇘⇨A	Unblockable
Evil Bow	⇩A + B	
Deadly Rose	A + K	
Monkey Flip	⇨➡A + B + G	
Power Slave	⇩B,B	
Demon Elbow	⇨➡B	
Black Masquerade	A,⇩B	
Turn Around	⇩⇙⇦	
Lift Up Kick	⇙K	
Meat Grinder*	⇩⇘⇨B + G	
House Of Pain	A + B + K,⇧⇩A + B	Critical Edge Combo



SOPHITIA ALEXANDRA

Having received an Oracle from the god, Hephaestus, Sophitia has been chosen to rid the world of the evil Soul Edge, which was forged blindly and now sucks the hatred and pain from its victims. Sophitia's faith is as strong as the sword and shield she received from the god himself.

NAME	SPECIAL MOVES	NOTES
Guardian of Law	⇦⇦⇦A,B	Unblockable
Silent Rage	A,A,⇩K	
Athens Upper	⇨⇩⇘B	
Holy Arrow	Crouching Forward + A	
Sunshine Flip	A + K	
Angel Strike	⇩⇘⇨B	
Angel's Dive	⇗K,B	
Angel's Flip	⇗K,K	
Kaleidoscope Kick	K,K,⇩K	
Heaven to Hell*	B + G,⇩A + B + K	
Soul Asylum	A + B + K,⇩⇘⇨A + G	Critical Edge Combo

SIEGFRIED SCHTAUFFEN



The tragedy of Siegfried is legendary. Having fallen in with a feared group of thieves, Siegfried led an attack on a group of knights fresh from the crusade. He slew the knight commander but as he held the knight's head aloft he saw the horrific face beneath the armour - he had slain his father! Siegfried's mind snapped and he embarked on a quest to find his father's "murderer". Can the mythical Soul Edge help Siegfried find peace at last?

NAME	SPECIAL MOVES	NOTES
Royal Crasher	⇩B	
Brutal Kick	⇨⇨K	
Man Slaughter	B,B,K	
Spiral Blade	While Getting Up, A, A	
Shoulder Charge	⇨B + K	
Sledge Hammer	⇨➡A + B	
Double Lancers	⇘K,K	
Spin Kick	A + K	
Blackmail	⇦⇦B,B	
Earth Divide	⇩⇘⇨B	Unblockable
Command of the Blade	A + B + K,⇨⇩⇘B + K	Critical Edge Combo



ROCK

Born "Nathaniel William Adams" in England, he remembers nothing of the childhood spent in England. After his father's ship was attacked by pirates in search of "The Hero's Sword", young Nathaniel found himself a castaway on a foreign shore. He taught himself to live in the wild and years later came into contact with a native tribe who spoke of "people across the ocean". Memories of his parents came flooding back to him, and more. One image of something called "The Soul Edge"...

NAME	SPECIAL MOVES	NOTES
Fullmoon Fever	⇩⇘⇨B + K	Unblockable
Horizontal Sweep Kick	⇙K	
Rock Climber	⇨K	
Discus Thrower	⇙A	
Elephant Trunk	⇘B	
Great Sky Splitter	⬇A,B	
Tornado	⇨➡A,B	
Battle Axe	⇨➡B	
Pouncer	⇦A + B	
Falling Rock*	⇩⇙⇦B + G	
Devastator	A + B + K⇨⇘⇩⇙⇦A + G	Critical Edge Combo

CERVANTES DE LEON



The great pirate was feared by all who sailed the Atlantic ocean. Decades ago, Cervantes left on a voyage to find the Soul Edge for the merchant Vercci, but during an attack on a ship bound for England, the pirate disappeared, never to be seen again...

NAME	SPECIAL MOVES	NOTES
Fearless Wretch	B,B,⇩A	
Speeding Bullet	⇨B,B,B	
Sign of the Cross*	⇦ ⇦B	
Home Free*	K,⇦K	
Dark Slash	A + B	Hits Twice
Unpleasant Desire	⇨➡B + K	
Dancin' Goblin	⇨ ⇩ ⇘B	Hits Twice
Self Destruction	⇩ ⇙ ⇦B	
Heroic Act	⇙A + B	Unblockable
Shadow Hunter	A + B + K⇨ ⇩ ⇘A + K	Critical Edge Combo
Ankle Whirlpool	⇙A + K	

ADVANCED TECHNIQUES:

Reversal Techniques **A + G** or **B + G** buttons.

The operation technique used for throws is the same for all characters, but the types of throws are different depending on the character. At the moment your character is being thrown, you can avoid getting thrown by pressing the **A + G** buttons. This is called "Throw-defence". Four of the characters, Mitsurugi, Sophitia, Tąki, and Li Long can defend their opponent's specific attack technique by using their attack power for his/her advantage.

Critical-edge **A + B + K** buttons.

This is a powerful technique for all characters. This attack is powerful, but using it will reduce the weapon gauge by 1/3. If you use a certain command (see the command charts for each character) during the Critical-edge attack, you can create an even more powerful Critical-edge combination.

Power Techniques

Some attacks can not be defended against. The command differs for each character. (See the command charts for each character.)

You can use the **G** button to cancel this command during the operation, just before this technique takes effect.

Guard-Impact Towards + **G** button

By using this command just before you receive your opponent's weapon attack, you can deflect it away. Both characters freeze for a moment, right after deflecting the attack. However, using a successful Guard-impact allows you to attack first, therefore it is to your advantage to use this tactic.

Sidestep Technique

You can avoid your opponent's attack by using this technique. It is useful when you are cornered in the ring. You can avoid a vertical cut or a thrust, but you cannot avoid a horizontal cut by using the sidestep. If you press the attack button after sidestepping, you can use various attacks.

Weapon Lock

When characters' weapons clash, they sometimes will lock. In this situation, you can press the attack button repeatedly (The **G** button is invalid). Winning or losing depends on the attack you use. For example, a horizontal cut wins over a vertical cut; a kick wins over a horizontal cut; and a vertical cut wins over a kick. When both use the same type of attack, both weapons are deflected away, and when both use a kick, each player receives damage.

Another way of looking at Weapon Lock is to imagine it's a game of Janken (a finger-flashing game of paper-scissors-stone) with **A** as the stone, **B** for scissors and **K** for paper. **A** beats **B** but loses to **K**. **B** beats **K** but loses to **A**. **K** beats **A** but loses to **B**. If you select a move superior to that of your opponent, you'll win the lock!



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